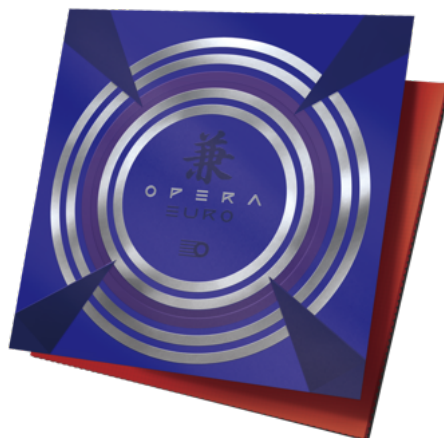


OPERA EURO

HARDER TOPSHEET & POWERFUL ATTACK

**Control evolved into controlled aggression.
The EURO heritage is re-engineered for earlier
timing, more direct attacks and faster
transition between control and offense.**



BEST RECIPE, RE-ENGINEERED WITH WANG HAO.

Wang Hao's role is central to the OPERA development method as Product Advisor. He translates professional playing criteria into product direction: contact stability, timing, transition, trajectory and blade interaction. This professional playing perspective is applied to the EURO evolution.

PRODUCT SUMMARY

OPERA EURO updates XIOM's traditional EURO philosophy for the modern attacking game. Its harder topsheet creates crisp, direct response for quick play and smash attacks, while the 45.5° sponge and controlled catapult make the performance usable for intermediate players.

AT A GLANCE

HARDNESS	THICKNESS	COLOR	ITTF	MSRP
45.5°	2.1 mm	Red / Black	79-104	€55.90

WHY OPERA?

OPERA is developed around the demands of the modern game. As Product Advisor, Wang Hao translates professional playing criteria into product direction — contact stability, timing, transition, trajectory and blade interaction.

The result is not simply a new rubber. It is a complete performance concept built around how the player contacts the ball, how the rubber transitions from control to attack, and how the rubber works with the blade.

EUROPEAN MARKET SUPPLY

2.1 mm ONLY • Red / Black • ITTF Approved • €55.90 MSRP

EURO EVOLVED

The original EURO promise remains—but its definition has changed with the game. Control is no longer only reduced rebound; it is the ability to remain precise while the rally becomes faster and more aggressive.

WANG HAO — PROFESSIONAL PRODUCT DIRECTION

Wang Hao’s role is not presented simply as athlete endorsement. His technical input is part of the product direction: contact stability, timing, transition, trajectory and blade interaction. These criteria define what the rubber should do before the formula and construction are finalized.

PERFORMANCE ENGINEERING

STEP	PERFORMANCE ENGINEERING	PURPOSE
01	Performance Direction	Define the intended response for modern attacking play.
02	Professional Criteria	Translate Wang Hao’s criteria for contact, timing, transition and trajectory.
03	Structural Optimization	Balance topsheet response, sponge engagement, trajectory and direct force.
04	Dual-Level Validation	Evaluate the final behavior at professional and amateur playing levels.
05	Blade-System Matching	Validate the rubber with XIOM’s post-IACT generation of blades as a complete blade system.

PRODUCT ARCHITECTURE

HOW THE STRUCTURE CREATES THE INTENDED RESPONSE

ELEMENT	PERFORMANCE ROLE	PLAYER BENEFIT
Harder topsheet	Stabilizes direct impact and sharpens ball release	Cleaner timing in quick attack, block and smash
45.5° sponge	Engages more easily than an extreme hard sponge	Intermediate players can access the intended response
2.1 mm construction	Increases sponge involvement and depth	Higher power and stronger mid-distance support
Moderate catapult	Leaves acceleration to the blade and stroke	Predictable response on fast blades

KEY DISTINCTION

Harder topsheet does not mean inaccessible performance. The 45.5° sponge balances the direct topsheet response, supporting the intended intermediate-player positioning.

WHERE THE RUBBER PERFORMS BEST

Internal play-test profile and practical blade-system guidance.

PLAY-TEST PROFILE

PERFORMANCE FACTOR	SCORE / 10	INTERPRETATION
Catapult & Click	6.4	Controlled rebound; the blade and stroke provide acceleration
Spin & Arc	7.0	The strongest factor in the profile; supports safe attack trajectory
Speed & Force	6.9	Direct force and finishing speed without an overly reactive feel
Professional-level score	6.8	Performance assessed under professional-level play
Amateur-level score	6.9	Performance assessed under amateur-level play

TEST INTERPRETATION

Pro-level direction, amateur-level playability. The scores summarize XIOM's internal product evaluation across professional-level and amateur-level play.

TOP SPIN PERFORMANCE

TOP SPIN / PLAY	EXPECTED BEHAVIOR	PLAYER BENEFIT
Quick Top Spin	Crisp contact and fast release	Takes time away from the opponent
Smash	Stable direct impact with low energy dispersion	Decisive finishing power
Block	Predictable rebound and directional stability	Controls fast incoming pace
Block-to-Top Spin	Clear transition from passive contact to active force	Fits modern fast-tempo rallies
Counter Top Spin	Direct response with usable arc	Combines timing and safety
Serve / receive	Moderate catapult supports controlled touch	Keeps the short game manageable

WHAT THE PLAYER SHOULD FEEL

The rubber does not attack before the player does. A controlled first response becomes direct force when the stroke becomes active.

BLADE SYSTEM MATCHING

OPERA EURO × IACT-GENERATION BLADES

BLADE	ROLE	COMBINATION RESULT	BEST FOR
INDEED	FAST	Maximum acceleration, fastest release and strongest smash finish	Close-table attack and direct pressure
ARTEMIS	BALANCED	Balanced speed, control and transition	Default intermediate balance
CHROME	FLEXIBLE	Added hold and trajectory stability around the harder topsheet	Spin connection and controlled attack